Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-20 (canceled)

Claim 21 (new): A computer system that executes a simulation model, comprising:

    a. a plurality of model entities selected from the group consisting of instrument entities and outcome entities;

    b. a code segment for displaying the values of selected model entities;

    c. a code segment for presenting an in-context description of each outcome entity and the method used to compute said outcome entity's value, wherein a learner may use an interface control or clickable object for any outcome entity referenced or represented, at the locations at which it is referenced or represented, to thereby obtain said description;

    d. a code segment for automatically presenting qualitative descriptions of one or more state changes in the simulation, based on specific occurrences in said simulation; and

    e. a means for a learner to control a selected instrument entity, wherein each instrument entity excluded from learner control is controlled by a selected automated agent, wherein each automated agent is a pre-programmed algorithm that accesses the state of the simulation and strategically controls said instrument entity.

Claim 22 (new): The computer system according to claim 21, wherein the learner controls the selected instrument entity by selecting values or by delegating the selection to an automated agent.

Claim 23 (new): The computer system according to claim 21 wherein said code segment for presenting an in-context description of each outcome entity and the method used to compute said outcome entity's value provides a link to a description for another related model entity.

Claim 24 (new): The computer system according to claim 21 wherein said code segment for presenting an in-context description of each outcome entity and the method used to compute said outcome entity's value provides algorithmic details in said description of the method of computation.

Claim 25 (new): The computer system according to claim 21 wherein said code segment for presenting qualitative descriptions of one or more state changes in the simulation automatically prioritizes said descriptions and automatically discards descriptions that are less helpful to the learner.

Claim 26 (new): The computer system according to claim 21 wherein the simulation model is associated with a plurality of different problem scenarios, and a designer can allow the learner to control one set of instrument entities in one problem scenario and to control a different set of instrument entities in another problem scenario.

Claim 27 (new): The computer system according to claim 26 wherein different sets of automated agents control the excluded instrument entities in different problem scenarios.

Claim 28 (new): The computer system according to claim 21 wherein the simulation model is associated with a plurality of different problem scenarios, and the designer

assigns one set of automated agents to an instrument entity in one problem scenario and a different set of automated agents to the instrument entity in another problem scenario.

Claim 29 (new): The computer system according to claim 21, further comprising a development tool that a designer may use for defining model entities, properties, and simulation components.

Claim 30 (new): The computer system according to claim 21 wherein the simulation model is a representation of an economic system.

Claim 31 (new): The computer system according to claim 21 wherein the simulation model is a representation of an ecological system.

Claim 32 (new): The computer system according to claim 21 wherein the simulation model is transmitted through a network.

Claim 33 (new): The computer system according to claim 21 further comprising a graphical user interface for the learner to interact with the simulation.

Claim 34 (new): A method for providing a learning experience comprising:

a. executing a simulation model comprising a plurality of model entities selected from the group consisting of instrument entities and outcome entities;

b. displaying the values of selected model entities;

c. presenting an in-context description of each outcome entity and the method used to compute said outcome entity's value, wherein a learner may use an interface control or clickable object for any outcome entity referenced or

represented, at the locations at which it is referenced or represented, to thereby obtain said description;

d. automatically presenting qualitative descriptions of one or more state changes in the simulation, based on specific occurrences in said simulation; and

e. providing a means for a learner to control a selected instrument entity, wherein each instrument entity excluded from learner control is controlled by a selected automated agent, wherein each automated agent is a pre-programmed algorithm that accesses the state of the simulation and strategically controls said instrument entity.

Claim 35 (new): The method according to claim 34, wherein the learner controls the selected instrument entity by selecting values or by delegating the selection to an automated agent.

Claim 36 (new): The method according to claim 34 further comprising providing algorithmic details in said description of the method of computation.

Claim 37 (new): The method according to claim 34 wherein the simulation model provides a plurality of different problem scenarios and allows the learner to control one set of instrument entities in one problem scenario and to control a different set of instrument entities in another problem scenario.

Claim 38 (new): The method according to claim 34, further providing a development tool that a designer may use for defining model entities, properties, and simulation components.

Claim 39 (new): The method according to claim 34, further transmitting the simulation model through a network.